

SPACED

🎲 A New Dimension in Puzzles! An Exciting Four-in-a-row 3D Game!

Concept

SPACED takes place in a three-dimensional field and takes advantage of the unique shape of Artec blocks. The first player to get four in a row wins. Connect your blocks in any direction. This puzzle game is for advanced players, requiring high-level thinking and strategy.



JET BLACK



LIME GREEN



ROSE PINK

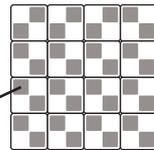
How to Play

★ Base Color / JET BLACK: Light gray, LIME GREEN: Gray, ROSE PINK : White

- 1 Make a base using 16 base color pieces. For the base, each block needs to have two holes facing up.



The studs of the blocks should be hidden.

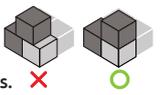


- 4 Take turns connecting new blocks. Win the game by shouting "SPACED!" after arranging four blocks in a row - vertically, horizontally, or diagonally. Just lining up the blocks does not mean you win automatically. If another player notices that four blocks are already in a row, they can win by shouting "SPACED!" at the beginning of their turn.

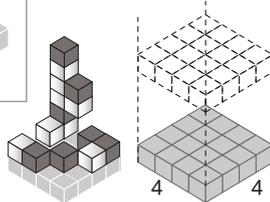
- 2 One player keeps 24 pieces of either the remaining color or clear blocks. Decide who will receive which colors by doing rock, paper, scissors or a game of your choice. Whoever goes first will use the color blocks.

- 3 Take turns adding one block at a time anywhere inside the 4 x 4 block base area. As long as you stay inside the 4 x 4 area, you can keep adding blocks.

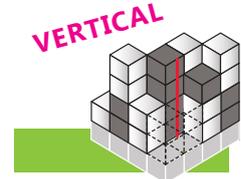
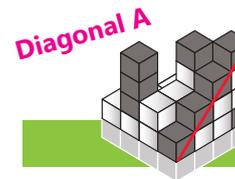
Blocks must be centered. Do not straddle two or more blocks. ❌



Connect blocks within the 4 x 4 base area.



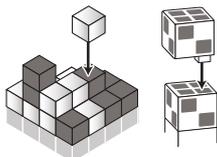
No limit!



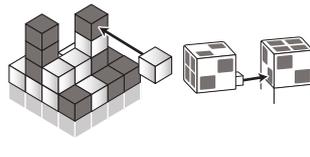
- 5 If either player runs out of pieces before there is a winner, the game is a draw!

How to Connect Blocks

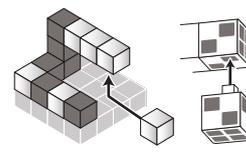
From above



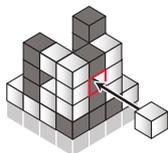
From the side



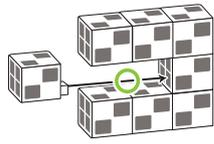
From below



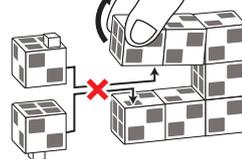
Fill in the gap



You can insert a block into gaps.



Do not try to force two or more blocks into gaps.

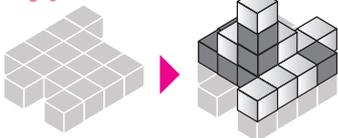


Blocks can be easily removed by wiggling them apart.

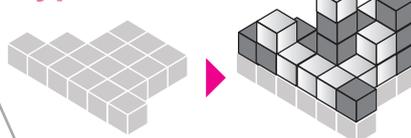
Variations

Try making your base with different shapes!

Type 1



Type 2



Type 3

